



2019 Season
All-Star Event Rules

Introduction and Purpose

These Official Rules (“**Rules**”) of the 2019 Season All-Star Event (“**ASE**”) apply to each of the players who have qualified to play in the ASE in 2019 as well as all other individuals taking place in the event. These Rules apply only to the 2019 Season All-Star Event not to other competitions, tournaments or organized play of League of Legends (“**LoL**” or the “**Game**”).

League of Legends Championship Series LLC, a Delaware limited liability company, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in the ASE.

1. Team Member Eligibility

To be eligible to compete in the ASE, each player must satisfy the following conditions:

1.1 Player Age

No player shall be considered eligible to participate in the ASE before his or her 17th birthday, defined as having lived 17 full years.

1.2 Residency and Work Eligibility

Each Professional Player must meet the eligibility requirements for the region they are representing at the ASE.

1.3 No Riot Employees

Players (“**Players**”) may not be employees of Riot Games Inc. (“**RGI**”) or League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the ASE. “**Affiliate**” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. “**Control**” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Roster Rules

2.1 Regional Team Eligibility

Thirty-two Professional Players have been invited from the thirteen competitive regions for 2019. In addition, those regions have invited streamers and/or influencers who will also take place in various game modes during ASE.

2.2 Team Tags and Player Names

Players will be given a tag of 2-4 characters to be added to the front of each Player's Summoner Name on the tournament realm. These tags will be representative of the league or region they are competing on behalf of.

Player Summoner Names will be the same names as the player used during their most recent professional competition, the name they use in the streaming community and/or Summoner Names pre-approved by ASE officials.

All Team tags and Summoner Names must be approved by the ASE officials in advance of use in play.

3. Player Equipment

3.1 ASE-Provided Equipment

ASE officials will provide, and ASE players will exclusively use, equipment in the following categories to ASE players for all official ASE matches:

- 3.1.1. PC & Monitor
- 3.1.2. Hand Warmers
- 3.1.3. Headsets and Microphones
- 3.1.4. Table and Chair

At the request of an ASE player, ASE officials will provide the following categories of equipment for use in all official ASE matches:

- 3.1.5. PC Keyboards
- 3.1.6. PC Mice and cord holders
- 3.1.7. Mousepads

All ASE-provided equipment shall be chosen, selected, and determined at the sole discretion of the ASE officials.

3.2 Player-Owned or Team-Owned Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official ASE matches:

- 3.2.1. PC Keyboards
- 3.2.2. PC Mice and cord holders
- 3.2.3. Mousepads

All player-owned or team-owned equipment must be submitted to the ASE officials in advance for approval. Approved equipment will remain with ASE officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by the ASE officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use ASE-provided equipment instead.

At their discretion, ASE officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety, or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or LoL.

3.3 Replacement of Equipment

If equipment or technical problems are suspected by ASE officials at any time, a player or ASE official may request a technical review of the situation. An ASE technician will diagnose and troubleshoot problems, as needed. Technicians may request that the ASE officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the ASE officials.

3.4 Player Apparel

Professional Players must wear the official ASE jersey during all ASE matches and pre-match and post-match interviews provided by the ASE. Players may elect to wear the official ASE jacket as outerwear. Professional Players may only wear team or regional-branded pants and shoes. ASE officials will have final approval

over all apparel worn by any Player on stage or at the event. ASE reserves the right to impose a ban on apparel that ASE officials, in their sole discretion, deem as objectionable or offensive including, but not limited to:

- 3.4.1. Advertising any pornographic website or pornographic products.
- 3.4.2. Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- 3.4.3. Containing any material constituting or relating to any activities which are illegal in any ASE region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- 3.4.4. Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

3.5 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the ASE.

- 3.5.1. **Voice Chat.** Voice chat will be provided only via the native system used in the ASE-provided headsets. Use of third-party voice chat software (e.g., Skype) is not permitted. ASE officials may monitor a team's audio at the discretion of the ASE.
- 3.5.2. **Social Media and Communication.** It is prohibited to use the ASE computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.
- 3.5.3. **Non-Essential Equipment.** It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to the ASE computers, for any reason.

3.6 Client Accounts

Players will have Tournament Realm logins provided for them by the ASE. It is the players' responsibility to configure their account to their preferences.

4. Venue and Competition Area Layout

4.1 General Venue Access

Access for ASE teams to the restricted areas of venues for official ASE matches is restricted to Players only, unless otherwise approved, in advance, by ASE officials. Permission to attend ASE matches is solely at the discretion of the ASE.

4.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Players in the match area is restricted solely to those competing in the match.

4.2.1. **Wireless Devices.** Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. ASE officials will collect such devices from players in the match area and return them after the end of the match.

4.2.2. **Food and Drink Restrictions.** No food is allowed in the match areas. Drinks are permitted in the match area only in Riot-provided re-sealable containers. ASE officials will provide such containers to players upon request.

4.3 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by ASE officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by ASE officials.

5. Tournament Structure

5.1 Definition of Terms

5.1.1 **Game.** An instance of competition that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus, unless otherwise specified), (b) Team Surrender, (c) Team Forfeit, or (d)

Awarded Game Victory (See Section 7.5).

- 5.1.2 **Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three (“best of three”); winning three games out of five (“best of five”)). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

5.2 Schedule. ASE will be held from December 5 through 7, 2019. More information about the schedule of individual game modes can be found at <http://www.lolesports.com>.

5.3 Format. Several game modes will be played throughout ASE.

- 5.3.1 **Summoners Rift Matches.** Mixed teams will compete in show matches as standard 5v5 Summoner’s Rift games. Side selection shall be determined by ASE officials.
- 5.3.2 **Tandem Mode.** Two Players will be matched up on the same computer and screen, with one controlling the mouse and the other controlling the keyboard. They’ll control the same champion in a 5v5 Summoner Rift game, for a total of 20 Players.
- 5.3.3 **Ultra Rapid Fire Mode.** Blind Draft URF. Standard 5v5 Summoner’s Rift Game, except Ultra. And Rapid Fire.
- 5.3.4 **1v1 Tournament.** All invited Professional Players will be seeded into a tournament bracket. Each round consists of a single 1v1 Blind Draft match, except for the semi-finals and finals, which are best-of-three 1v1 Blind Draft matches. All matches will take place on the Howling Abyss map. Side selection is preselected by ASE Officials.

In order to be considered the winner of a 1 versus 1 game, one of the following conditions must be met:

- The player achieves two kills on the opponent before the opponent achieves two kills on the player.
 - The player destroys the tower before their opponent
- 5.3.5 **The Froggen Rule.** Players will not be allowed to redo a 1v1 match if they snowball themselves into the enemy fountain.
- 5.3.6 **Teamfight Tactics.** Thirteen Professional Players and nineteen streamers and/or influencers will participate in a tournament bracket on the standard Teamfight Tactics (“TFT”) map. Each Player will be matched

with another Player (a **"TFT Team"**). TFT Teams will be split into two sixteen-player brackets (**"Legends"** and **"Littles"**), each consisting of three matches. The first round of each bracket consists of two matches. The top four Players from each match in the first round will proceed to the final round. The final round consists of one TFT match with the top four Players from each of the preceding two rounds.

The winning TFT Team of the TFT tournament will be the team with the highest average placement in the final rounds between the two Players on a TFT Team. If a player finished in the bottom four of the first round of a bracket, they will be assigned a placement of 9th through 12th, corresponding to 5th through 8th in that first round match.

Ties will be broken by highest individual placement in the final round among Players in tied teams. If two Players on tied teams share the highest individual placement, the teams will share the same overall placement and split the corresponding prize. All placements in each match will be determined by the end-of-game scoreboard.

6. Match Process

6.1 Changes to Schedule

ASE officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of an ASE match to a different date or otherwise modify the schedule of matches. In the event that the ASE modifies a match schedule, the ASE will notify Players at the earliest convenience.

6.2 Arrival at Studio

Professional Players must arrive at the studio no later than the time specified by ASE officials.

6.3 Role of Referees

Referees are ASE officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play.

6.4 Competitive Patch

Game modes will be played on specific patches. 1v1s and Teamfight Tactics matches will be played on the 9.23 patch. Summoners Rift and Ultra Rapid Fire Mode matches will be played on the 9.24 patch. Changes to the competitive patch and champion availability will be at the discretion of the ASE.

6.5 Pre-Match Setup

- 6.5.1 **Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared.
- 6.5.2 **Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an ASE official immediately.
- 6.5.3 **Technical Support.** ASE officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

- 6.5.4 **Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of ASE officials.
- 6.5.5 **Acknowledgement of Pre-Match Testing.** No fewer than ten minutes before the match is scheduled to begin, an ASE official will confirm with each player that their setup is complete.
- 6.5.6 **Player Ready State.** Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.
- 6.5.7 **Game Lobby Creation.** ASE officials will decide how the official game lobby will be created. Players will be directed by ASE officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, Bot, Support.

6.6 Pick / Ban Phase & Side Selection

- 6.6.1 **Restrictions on Gameplay Elements.** Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, or Summoner spells, or for any other reason as determined at the discretion of the ASE.
- 6.6.2 **Selection Error.** In the event of an erroneously-selected Champion pick or ban, the team in error must notify an ASE official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to an ASE official, the erroneous selection shall be deemed irrevocable.
- 6.6.3 **Trading Champions.** Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.
- 6.6.4 **Slow Client Load.** If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all Players are connected to the game

7. Game Rules

7.1 Definition of Terms

- 7.1.1 **Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 7.1.2 **Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 7.1.3 **Server Crash.** All players losing connection to a game due to an issue with a game server, Tournament Realm platform, or venue internet instability.

7.2 Game of Record

A game of record (“**GOR**”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 7.4). Examples of conditions which establish GOR:

- 7.2.1 Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 7.2.2 Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- 7.2.3 Game timer reaches two minutes (00:02:00).

7.3 Stoppage of Play

If a player intentionally disconnects without notifying an ASE official or pausing, an ASE official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by an ASE official.

- 7.3.1 **Directed Pause.** ASE officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the ASE officials, at any time.

7.3.2 **Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal an ASE official immediately after the pause and identify the reason. Acceptable reasons include:

7.3.2.1 An Unintentional Disconnection

7.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

7.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)

7.3.3 **Resuming the Game.** Players are not permitted to restart the game after a pause. After clearance from an ASE official is issued and all players are notified and ready at their stations, which will be contingent on the teams confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

7.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of ASE officials.

7.5 Awarded Game Victory

It's ASE. Let's all calm down with awarding game victories. But ASE officials can because sometimes stuff happens.

8. Player Conduct

8.1 Stuff You Shouldn't Do

8.1.1 **Cheating.** It's a fun event. Don't cheat. What's wrong with you?

8.1.2 **Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive, or antagonistic.

8.1.3 **Studio Interference.** No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of ASE studio personnel.

- 8.1.4 **Non-Compliance.** No Team Member may refuse or fail to apply the instructions or decisions of ASE officials.

8.2 Stuff That Riot Will Punish

- 8.2.1 **Hacking/Cheating Device.** Don't modify the League of Legends game client and don't use scripts or devices or anything else to cheat in-game. We take this one seriously and will punish against this.
- 8.2.2 **Profanity and Hate Speech.** Players may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct. Don't harass people. Don't sexually harass people. Don't use any language that would offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 8.2.3 **Confidentiality.** A Team Member may not disclose any confidential information provided by ASE or any affiliate of Riot Games, by any method of communication, including all social media channels.
- 8.2.4 **Statements Regarding ASE, Riot Games, and League of Legends.** Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of ASE, Riot Games or its affiliates, or League of Legends, as determined in the sole and absolute discretion of ASE.

8.3 Association with Gambling

No Team Member or ASE official may take part, either directly or indirectly, in betting or gambling on any results of any ASE game, match or tournament, the location of the event notwithstanding.

8.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that ASE believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in

the sole and absolute discretion of the ASE.

8.5 Right to Publish

ASE shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the League of Legends Championship Series, LLC, Riot Games, Inc., and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9. Spirit of the Rules

9.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the ASE, and penalties for misconduct, lie solely with the ASE, the decisions of which are final. ASE decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

9.2 Rule Changes

These Rules may be amended, modified or supplemented by the ASE, from time to time, in order to ensure fair play and the integrity of the ASE.

9.3 Best Interests of the ASE

ASE officials at all times may act with the necessary authority to preserve the best interests of the ASE. This power is not constrained by the lack of any specific language in this document. ASE officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the ASE.

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